PATENT APPLICATION FEE DETERMINATION RECORD Effective October 1, 2000 **CLAIMS AS FILED - PART I SMALL ENTITY** OTHER THAN **SMALL ENTITY** TYPE [(Column 1) (Column 2) OR News of the State **TOTAL CLAIMS** RATE FEE RATE FEE OR BASIC FEE BASIC FEE 355.00 710.00 **FOR** NUMBER EXTRA NUMBER FILED TOTAL CHARGEABLE CLAIMS X\$ 9= X\$18= minus 20= Ø. OR Ď INDEPENDENT CLAIMS minus 3 = X40 =X80= OR MULTIPLE DEPENDENT CLAIM PRESENT +270= +135= OR * If the difference in column 1 is less than zero, enter "0" in column 2 7/1) (V TOTAL OR TOTAL **CLAIMS AS AMENDED - PART II** OTHER THAN **SMALL ENTITY** SMALL ENTITY OR (Column 2) (Column 3) (Column 1) HIGHEST CLAIMS ADDI-ADDI-NUMBER PRESENT ⋖ REMAINING RATE TIONAL RATE TIONAL **PREVIOUSLY** AFTER **EXTRA** ENDMENT FEE FEE PAID FOR **AMENDMENT** X\$18= Total Minus X\$ 9= OR Independent Minus X40= x80 =OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +270= +135= OR TOTAL TOTAL OR ADDIT. FEE ADDIT. FEE (Column 2) (Column 3) (Column 1) HIGHES1 CLAIMS ADDI-ADDI-REMAINING NUMBER 8 PRESENT TIONAL RATE TIONAL RATE **PREVIOUSLY EXTRA AFTER** FEE FEE AMENDMENT PAID FOR AMENDM Minus X\$18= Total X\$ 9= OR Minus Independent X80= X40 =OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +270= +135= OR TOTAL TOTAL OR ADDIT, FEE ADDIT. FEE (Column 1) (Column 2) (Column 3) HIGHEST CLAIMS ADDI-ADDI-REMAINING NUMBER PRESENT PREVIOUSLY RATE TIONAL RATE TIONAL **EXTRA AFTER** AMENDMENT PAID FOR AMENDMENT FEE FEE Minus Total X\$ 9= X\$18= OR Minus Independent

FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM

* If the entry in column 1 is less than the entry in column 2, write "0" in column 3.

"If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20."

The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.

""If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3."

OR

OR

X80=

+270=

ADDIT, FEE

TOTAL

X40=

+135=

ADDIT. FEE

TOTAL

Application or Docket Number